


# Using Electrodermal Activity to Recognize Ease of Engagement in Children during Social Interactions

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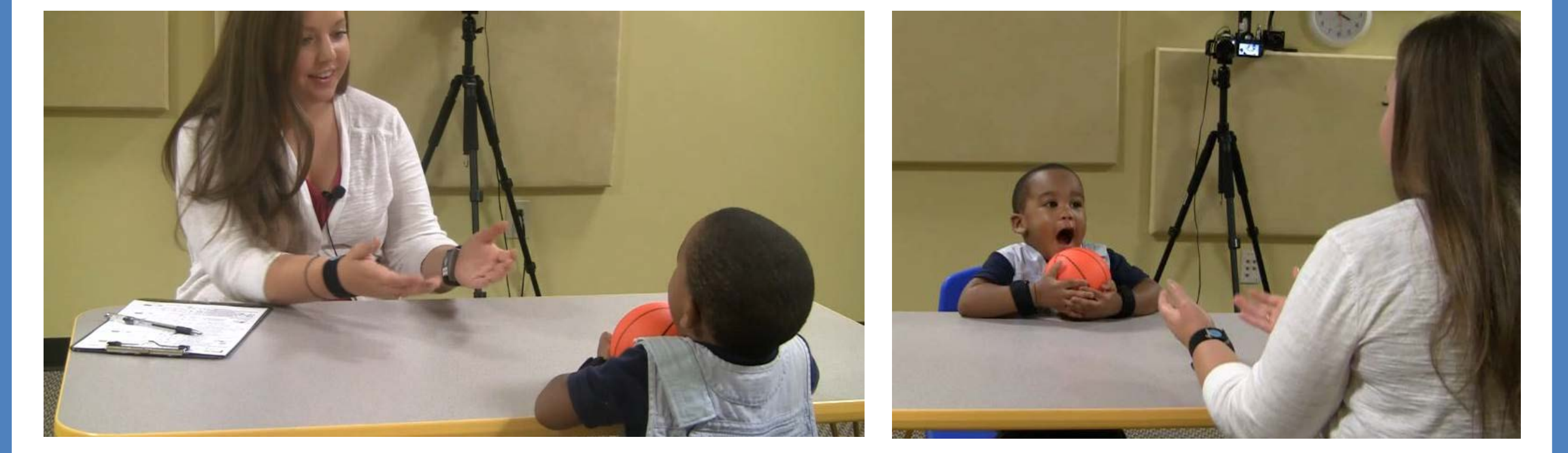


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## Motivation

Children's emotional self-regulation and co-regulation are key components in understanding engagement.

Can we characterize qualitative aspects of children's social engagement with wearable biosensors?



## Experimental Setting



External coder  
 "Amount of effort required to get child's attention"


Ratings per activity:

- 0 – little effort
- 1 – some effort
- 2 – extensive effort

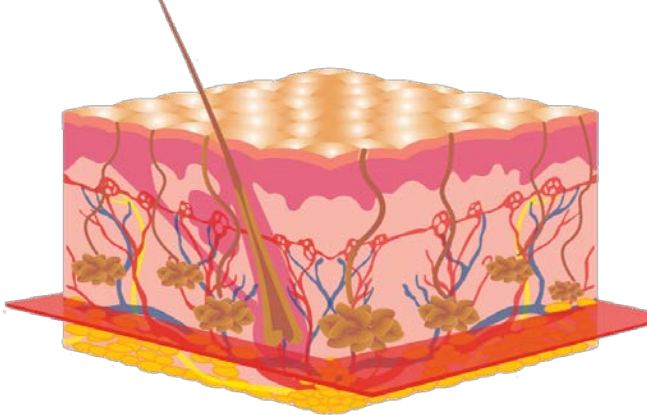
23 sessions excluded (artifacts)  
 51 sessions used for analysis

- Easier to engage (N: 29)
- Harder to engage (N: 22)

## Electrodermal Activity (EDA)



Affectiva Q<sup>TM</sup> sensor



Good Indicator

- Arousal
- Cognitive Load

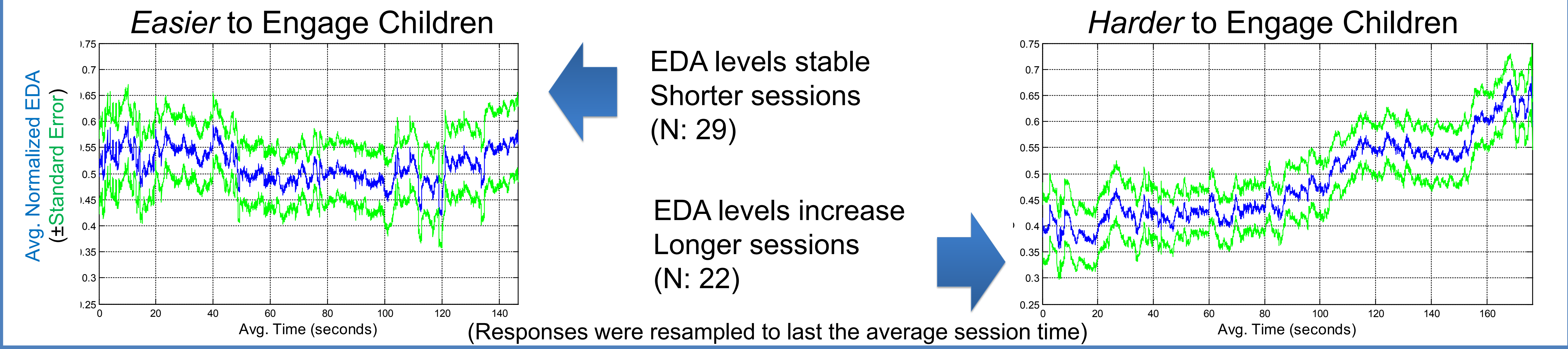
Limitations

- Specificity
- Artifacts

- Wireless
- Comfortable

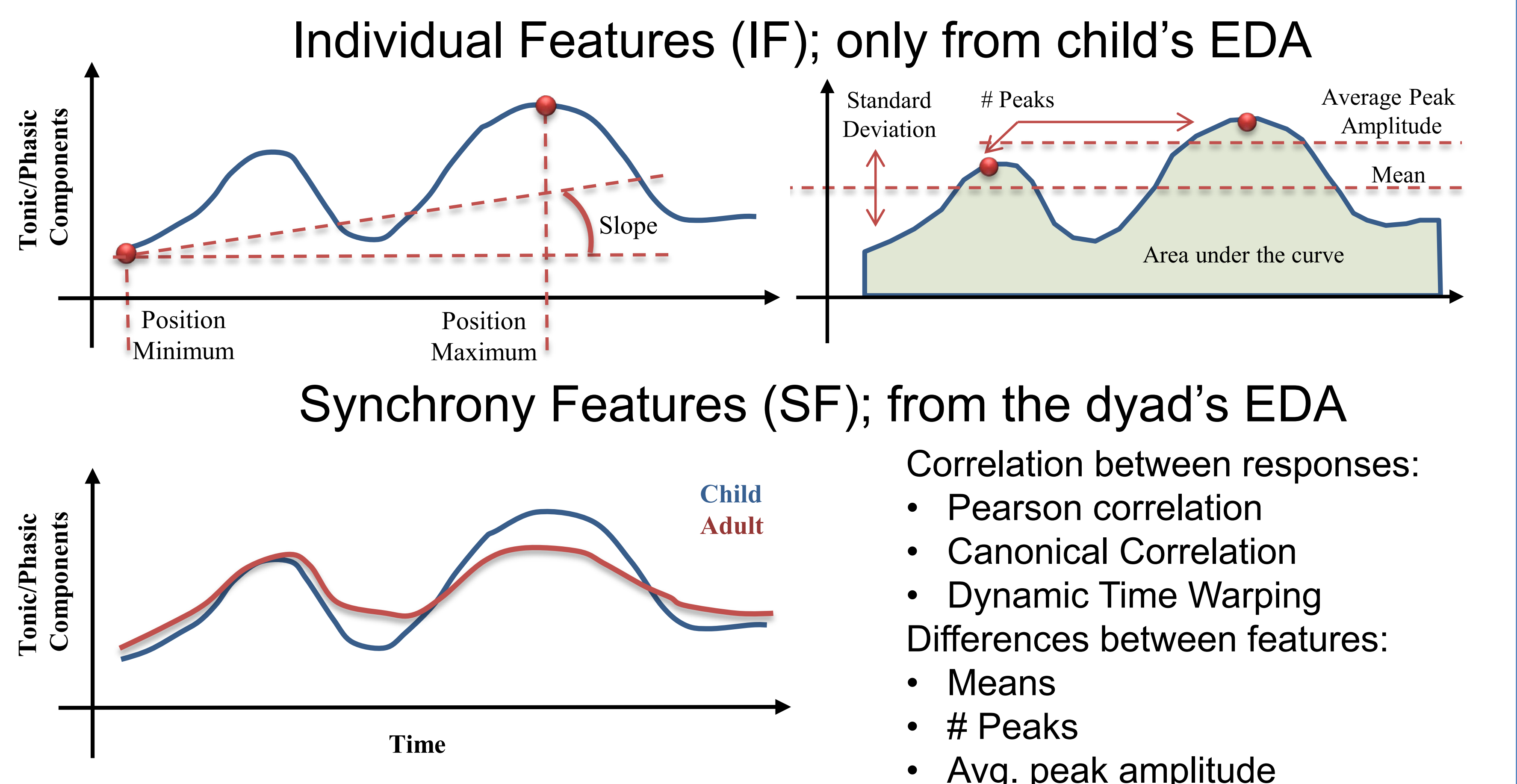
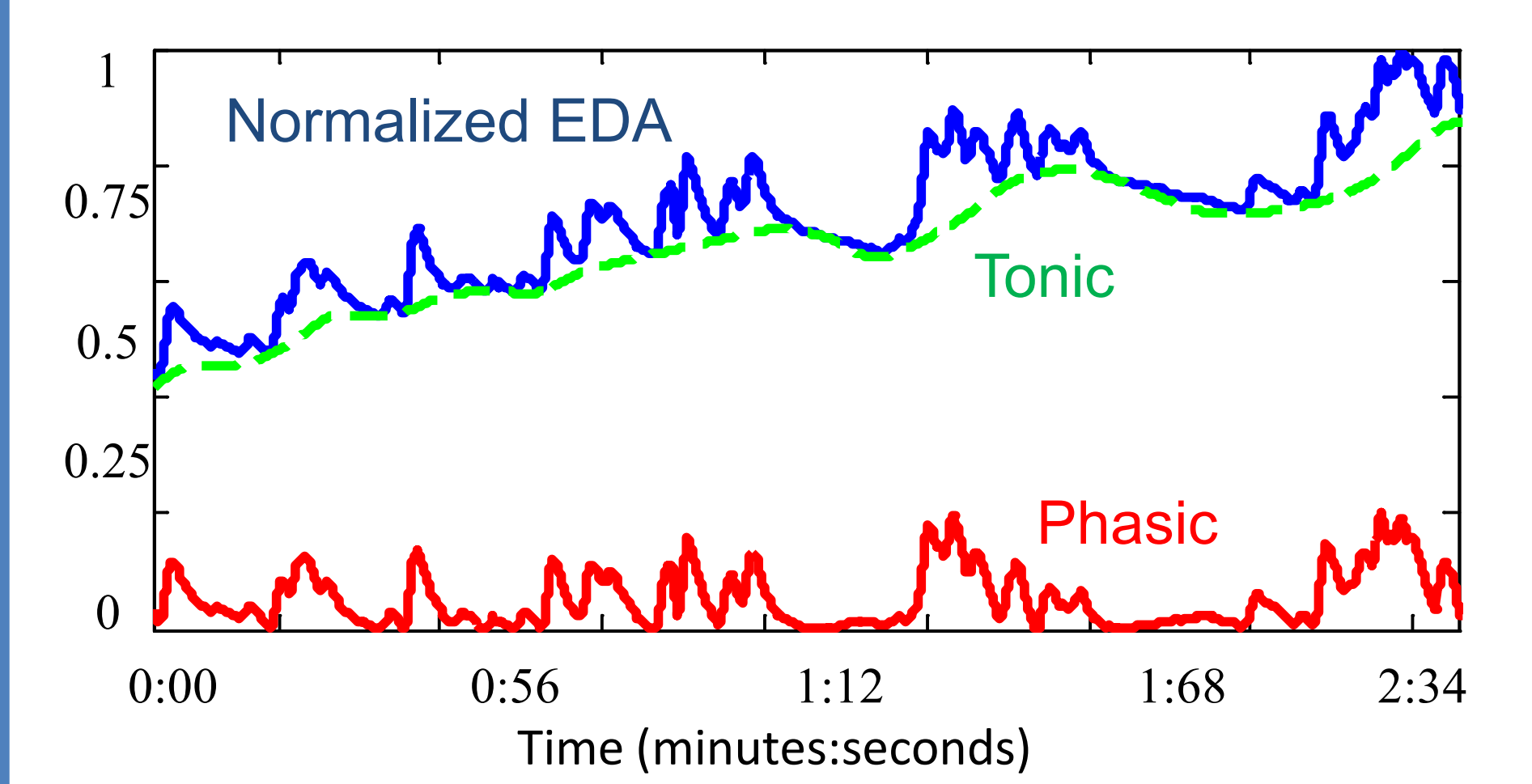
- 32 Hz
- 4 sensors

## Characterization of EDA Responses

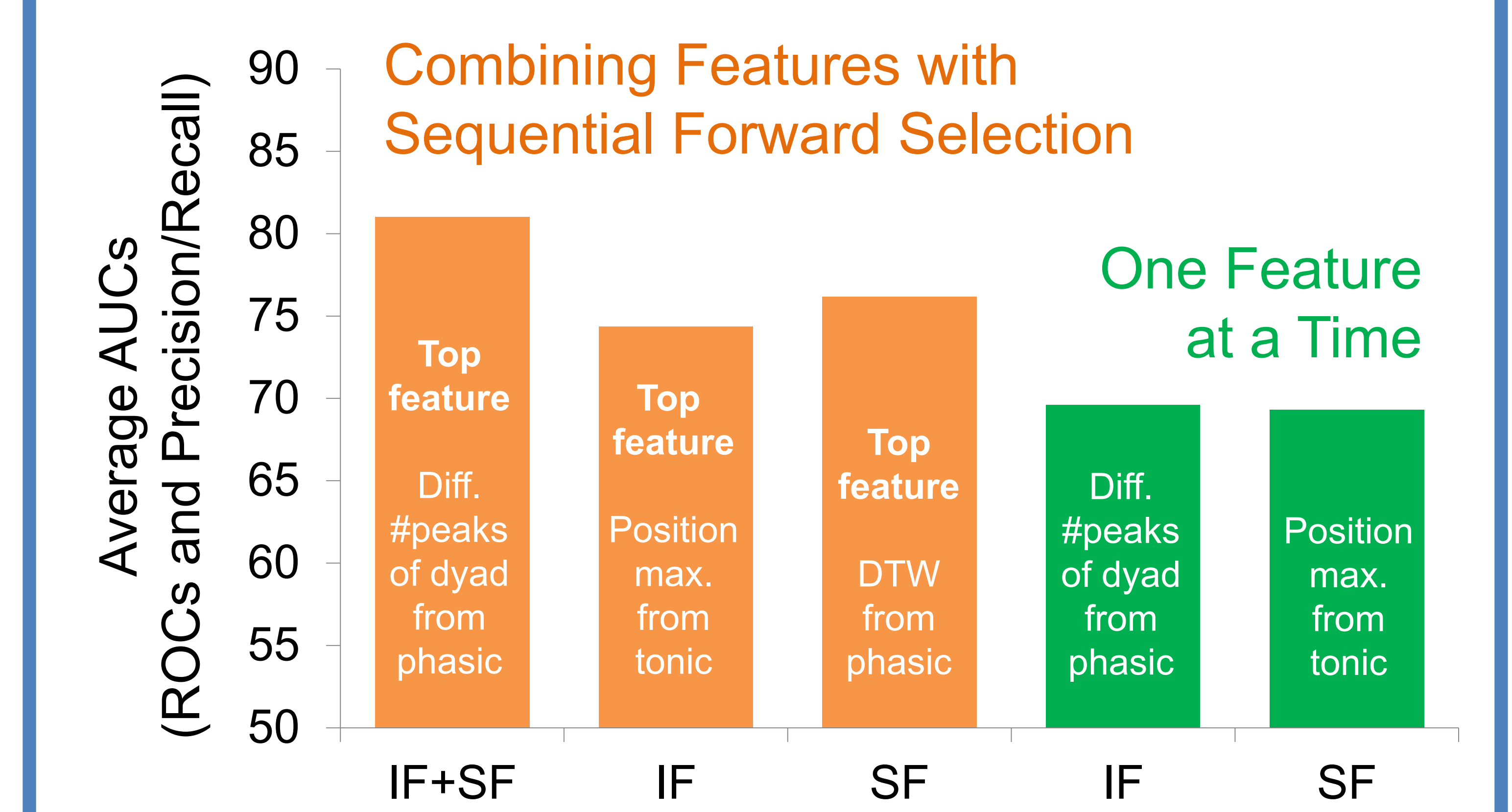


## Processing

1. Normalize EDA values
2. Reduce noise
3. Extract tonic and phasic EDA (Benedek and Kaemba, 2010)



## Easier vs Harder to Engage with SVMs



SF and IF similar performance  
 IF better from tonic  
 SF better from phasic  
 Tonic and Phasic decomposition improved >6%

Feature selection improved >11%  
 SF slightly better than IF (>2%)  
 Tonic and phasic equally represented  
 SF and IF are complementary